

**In the Claims:**

Please amend Claim 1 as follows:

- Safety*
1. (Amended) A gaming device having a game comprising:
- an initial award selected from a first pool, the initial award offered to a player;
  - a plurality of masked awards, one of said masked awards being an enticement award selected from a second pool having values ranging so that the enticement award has a value greater than a value of said initial award, and one of said masked awards being a consolation award selected from a third pool having values ranging so that the consolation award has a value less than the value of said initial award;
  - the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools;
  - means for disclosing information about said awards to said player including that one of said masked awards is an enticement award having a value greater than said value of said initial award; and
  - means for enabling said player to keep said initial award or to select one of the masked awards.

*BB*

Please amend Claim 10 as follows:

10. (Amended) A method for operating a game of a gaming device, said method comprising the steps of:
- (a) selecting an initial award from a first pool of values;
  - (b) selecting a second award from a second pool of values;
  - (c) selecting a third award from a third pool of values, the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools;
  - (d) offering an initial award to a player;
  - (e) displaying a plurality of masked awards to said player;
  - (f) disclosing to said player that one of said masked awards has a value greater than the value of said initial award;

APV  
(g) providing one of said masked awards such that it has a value less than the value of said initial award; and

(h) enabling said player to select to keep said initial award or to select one of said masked awards.

12  
Please amend Claim 12 as follows:

12. (Amended) The method of Claim 10, which includes disclosing the value of said second award to the player before the player's selection.

Please amend Claim 13 as follows:

13. (Amended) The method of Claim 10, which includes disclosing the value of said third award to the player before the player's selection.

Please amend Claim 14 as follows:

14. (Amended) The method of Claim 10, which includes disclosing the values of the initial award and the second award to the player before the player's selection.

Please amend Claim 15 as follows:

15. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing said award having an intermediate value first if said player selects said award having said minimum value.

Please amend Claim 17 as follows:

17. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing said award having said minimum value first if said player selects said award having an intermediate value.

Please amend Claim 19 as follows:

19. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and a plurality of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing an award having an intermediate value first if said player selects another award having an intermediate value.

Please amend Claim 21 as follows:

21. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing said award having said maximum value last if said player selects said award having said maximum value.

Please amend Claim 26 as follows:

26. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a known award and a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select said known award or at least one of said masked awards; and

(c) revealing said award having said maximum value last if said player selects said known award.

Please rewrite Claim 33 as follows:

33. (Rewritten) A system for revealing masked awards in a gaming device, said system comprising:

a processor operable with at least one award pool to randomly select at three awards, said selected awards including a highest value award; and

a display device operable with the processor, wherein the processor and the display device operate to enable a player to input a decision to obtain one of the selected awards, wherein one of the selected awards is provided to the player based on the inputted decision, wherein said provided award is revealed to the player after another one of the selected awards is revealed to the player and wherein the highest value award is revealed last to the player whether or not the highest value award is the provided award.

Please amend Claim 34 as follows:

34. (Amended) The system of Claim 33, wherein the display device displays the plurality of awards as a plurality of player selectable masked awards.

Please add new Claim 38 as follows:

38. (Newly Added) A gaming device comprising:

an initial award offered to a player having a value;

a plurality of masked awards, one of said masked awards being an enticement award having a value greater than the value of said initial award, and one of said masked awards being a consolation award having a value less than the value of said initial award;

means for disclosing information about the awards sufficient for the player to determine optimally whether to elect to trade the initial award for one of the masked awards; and

means for enabling said player to keep said initial award or to select one of the masked awards.